

Professional™
300series
DECLander

Digital Classified Software

digital
software

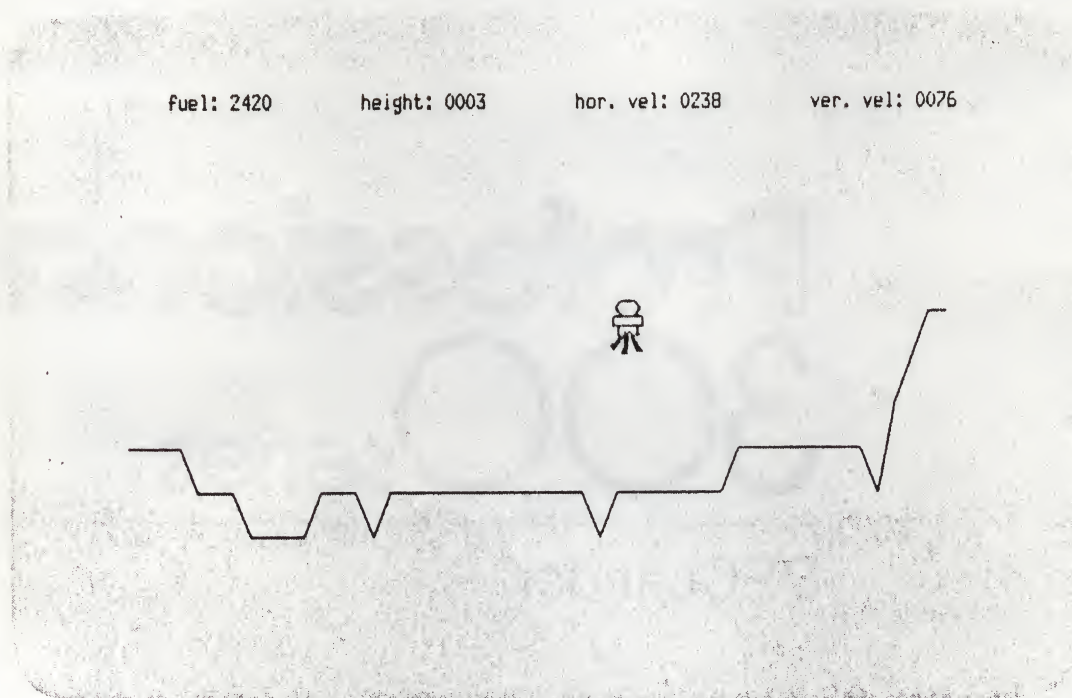
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PHOTOGRAPHY
J. C. B. B. B.
1901-1902

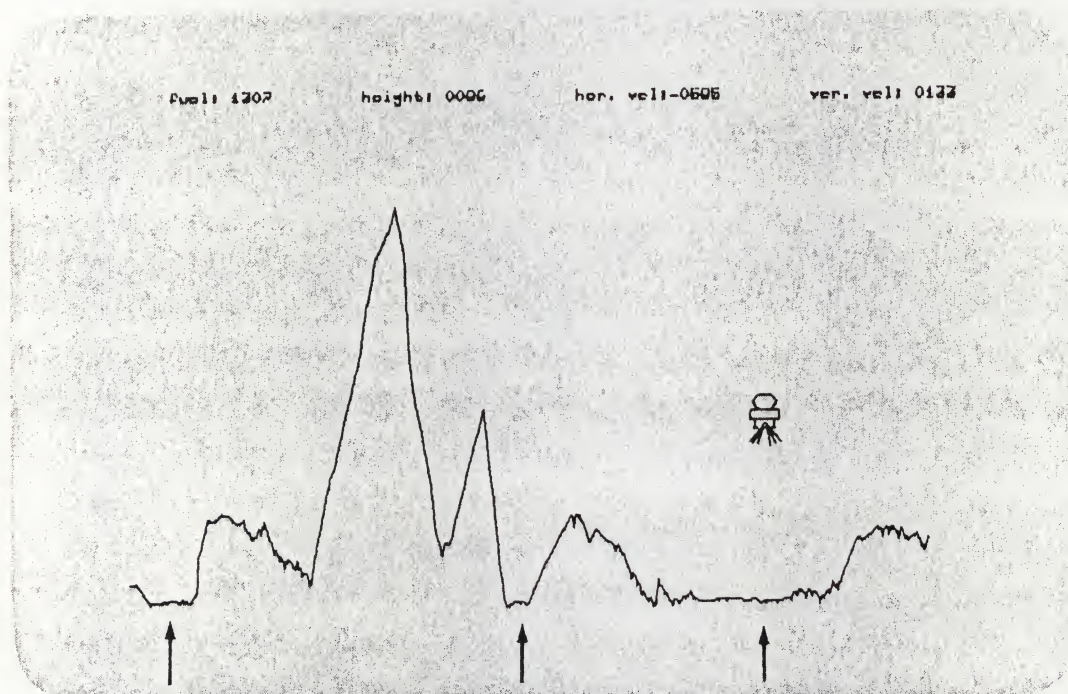
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Magnified screen: touchdown permitted anywhere on this screen.



Wide-view screen: three official landing sites.

DECLANDER

The video game, DECLander, has been included in the Applications Starter Kit for your fun and enjoyment. The rules of the game are easy to learn and you will find this game a relaxing way to become familiar with your computer.

DECLander must be installed on your Professional hard disk system before you can use it. Refer to the *Professional 300 Series User's Guide for Hard Disk System* for installation instructions.

If you are using the Professional diskette system, refer to the *Professional 300 Series User's Guide for Diskette System* for instructions on preparing and running your DECLander diskette.

The object of DECLander is to land the Digital Excursion Module (DEM) safely. To do this you must land in an upright position on one of the flat surfaces of the moon. The gauges at the top of the screen show the amount of fuel, the height, and the horizontal and vertical velocity of the ship. The vertical velocity cannot exceed 600 meters per minute, and the horizontal velocity must be between -50 and +50 meters per minute for a successful touchdown. A magnified screen will help you maneuver the spacecraft as it nears the moon's surface.

The arrow keys on the keyboard control the direction and speed of the DEM. The right arrow rotates the module clockwise and the left arrow rotates it counter-clockwise. To increase or decrease the acceleration of the module, you must use the up and down arrow keys. Rotation occurs as you press the arrow key, but acceleration of the module is delayed slightly when changing direction to simulate inertia.

If you run into the peaks on the moon's surface or try to land while going too fast, you will crash. After a successful landing or a crash, you can play again by pressing the **RESUME** key. Restart the game at any time by pressing the **EXIT** key. Leave the game at any time by pressing **MAIN SCREEN**.

Instructions are available by pressing the **HELP** key. Press **RESUME** to continue playing. While playing the game, you cannot use the **HOLD SCREEN** key or the **PRINT SCREEN** key.

You will find this game a challenging and entertaining way to use your computer, and soon you will become an expert commander of the Digital Excursion Module. Try it!

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